# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 6th February 2019**

**Time of Meeting : 12:30pm – 2:00pm**

Attendees:- Fraser King, Mircea Lazar, Sion Williamson, Mihai Giurea, Harry Wadman

Apologies from:-

## Item One - Post-mortem of Previous Week

The team collectively views the previous week’s sprint as an outstanding success. Each individual team member performed a good level of research into their area of the presentation, supplied materials for use in the presentation (primarily screen-recordings and images) and were eager and well prepared for rehearsals.

This excellent standard of preparation created affordances for the group to make several iterative changes to the presentation in order to drive higher standards, thereby increasing the quality of the presentation.

Moreover, the formidable effort directed towards presentation preparation is clearly exemplified when looking at the JIRA board for sprint 5, in addition to analysing GitHub commits for the week.

## Item Two – Review & De-Brief of Presentation

As a whole, the group is happy with the overall delivery of the presentation. As seen through rehearsals, the presentation fell neatly into the allocated time-slot and all questions were answered to a good standard. In addition to this, there were also no major design flaws highlighted during the open floor question period, thereby implying that the core design of the project suitably meets the brief.

The general consensus amongst the group is that the preparation detailed in item one above was worthwhile and highly beneficial to the delivery of the presentation.

## Item Three – Tasks for the Current Sprint

The task breakdown for Sprint 6 is as follows:

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. Research implementation of lighting 2. Create Room Designs | 1. 2h 2. 1h |
| Mircea Lazar | 1. Find audio assets for the game, including a temporary soundtrack 2. Finalize the current asset list 3. Find and/or Create misc assets | 1. 1h 2. 1h 3. 1h |
| Harry Wadman | 1. Set up sprite collision 2. Work on creating room prefabs | 1. 1h 30m 2. 1h 30m |
| Mihai Giurea | 1. Complete the first enemy sprite poses 2. Iterate on the first enemy appearance | 1. 1h 30m 2. 1h 30m |
| Sion Williamson | 1. Work on implementing a particle system 2. Implement a damage and projectile system 3. Implement a health system | 1. 1h 2. 1h 3. 1h |

## Item Four – Objective of the Current Sprint

The objective of this week’s sprint is the delivery of a tangible, “playtestable” product to enable full external playtesting to commence as part of sprint 7. This will allow the project to fully enter a phase of iterative, player-experience focused development, as the majority of the final game code has been implemented.

Ideally, from this sprint onwards the vast majority of development time will be spent on the addition of extra polish and making adjustments in response to player feedback. This approach to game development should result in observably higher quality, as opposed to continued ‘feature-creep’ and the risk of over-scope.

**Meeting Ended :- 2.00pm**

**Minute Taker:- Fraser King**